AMENDMENTS TO THE CLAIMS

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A method of conducting an instant win game in combination with a base wagering game, comprising:

receiving a base wagering game entry and a base wagering game wager from a player at a game terminal, which is operatively coupled to a host computer, the base wagering game entry comprising a first set of player selected or randomly generated game indicia as the player's entry into the base wagering game;

receiving an instant win game wager from the player at the game terminal;

storing a game theme indicator in a memory device at either the game terminal or the host computer;

storing a plurality of instant win game outcome display themes that are unrelated to a theme of the base wagering game in a memory device at either the game terminal or the host computer;

selecting one of the plurality of instant win game outcome display themes from the game theme indicator and pairing the selected instant win game outcome display theme with the theme of the base wagering game via the game terminal or host computer;

varying the instant win game outcome display theme with respect to the theme of the base wagering game, via the game terminal or host computer, to provide different instant win game outcome display themes paired with the base wagering game theme to enhance game play;

conducting the instant win game <u>via the game terminal or host computer</u> without use of the first set of game indicia that is used as the player's entry into the base game such that the instant win game <u>indicia are different and distinct from the indicia used in the base game and correspond to the instant win game outcome display theme</u> is not dependent upon or a function of the first set of game indicia;

separately generating a second set of game indicia <u>via the game terminal or host computer</u> that is different from the first set of game indicia, the second set of game indicia displaying an outcome of the instant win game <u>such that the instant win game indicia are different and distinct from the indicia used in the base wagering game and correspond to the instant win game outcome display theme</u> without reference or comparison to the first set of game indicia;

the second set of game indicia, <u>which is generated via the game terminal or host computer,</u> unrelated to the theme of the base wagering game and being identifiable with one of the plurality of instant win game outcome display themes that is determined by the stored game theme indicator; and

awarding the player an instant win game prize corresponding to the outcome of the instant win game <u>via the game terminal</u>.

2. (Original) The method of conducting an instant win game in combination with a base wagering game according to claim 1, wherein the instant win game and base wagering game are implemented in a gaming system having a host computer communicatively linked to a plurality of terminal units, the method comprising receiving the base wagering game entry, base wagering game wager and instant win game wager at one of the terminal units.

3. (Original) The method of conducting an instant win game in combination with a base wagering game according to claim 2, comprising determining the outcome of the instant win game for the player at one of the host computer and the one of the plurality of terminal units receiving the base wagering game entry, base wagering game wager and instant win game wager.

4. (Original) The method of conducting an instant win game in combination with a base wagering game according to claim 2, comprising displaying the outcome of the instant win game to the player at the one of the plurality of terminal units receiving the base wagering game entry, base wagering game wager and instant win game wager.

5. (Previously Presented) The method of conducting an instant win game in combination with a base wagering game according to claim 4, wherein each of the terminal units includes a ticket printer, the method comprising printing a ticket at the ticket printer of the one the plurality of terminal units, the ticket including the first set of game indicia corresponding to the base wagering game entry and base wagering game wager, and the second set of game indicia corresponding to the outcome of the instant win game with the one of the instant win game outcome display themes corresponding to the stored game theme indicator.

6. (Original) The method of conducting an instant win game in combination with a base wagering game according to claim 4, wherein each of the terminal units includes video display device, the method comprising displaying the outcome of the instant win game at the video display device of the one of the terminal units, the outcome of the instant win game being displayed with the one of the instant win game outcome display themes corresponding to the stored game theme indicator.

7. (Original) The method of conducting an instant win game in combination with a base wagering game according to claim 1, wherein the instant win game and base wagering game are implemented in a gaming system having a host computer communicatively linked to a plurality of terminal units, the method comprising storing the game theme indicator at one of the host computer and the terminal units.

8. (Original) The method of conducting an instant win game in combination with a base wagering game according to claim 1, wherein the instant win game and base wagering game are implemented in a gaming system having a host computer communicatively linked to a plurality of terminal units, the method comprising storing the plurality of instant win game outcome display themes at the plurality of terminal units.

9. (Original) The method of conducting an instant win game in combination with a base wagering game according to claim 1, wherein the instant win game and base wagering game are implemented in a gaming system having a host computer communicatively linked to a plurality of terminal units each having a value dispensing unit, the method comprising dispensing the instant win game prize to the player via the value dispensing unit.

10. (Previously Presented) The method of conducting an instant win game in combination with a base wagering game according to claim 1, wherein the instant win game and the base wagering game are implemented in a terminal unit having an input device, the method comprising receiving the base wagering game entry, base wagering game wager and instant win game wager at the input device of the terminal units.

11. (Previously Presented) The method of conducting an instant win game in

combination with a base wagering game according to claim 10, wherein the terminal

unit includes a ticket printer, the method comprising printing a ticket at the ticket printer

of the terminal unit, the ticket including the first set of game indicia corresponding to the

base wagering game entry and base wagering game wager, and the second set of

game indicia corresponding to the outcome of the instant win game with the one of the

instant win game outcome display themes corresponding to the stored game theme

indicator.

12. (Original) The method of conducting an instant win game in combination

with a base wagering game according to claim 10, wherein the terminal unit includes a

video display device, the method comprising displaying the outcome of the instant win

game at the video display device of the terminal unit, the outcome of the instant win

game being displayed with the one of the instant win game outcome display themes

corresponding to the stored game theme indicator.

13. (Original) The method of conducting an instant win game in combination

with a base wagering game according to claim 1, wherein the instant win game and

base wagering game are implemented in a terminal unit having a value dispensing unit,

the method comprising dispensing the instant win game prize to the player via the

value dispensing unit.

14. (Currently Amended) A gaming system for conducting an instant win game

in combination with a base wagering game, said gaming system comprising:

a plurality of terminal units, each of the terminal units comprising:

an input device that allows a player to make a plurality of input selections;

a terminal unit memory device;

a currency-accepting mechanism that is capable of allowing the player to deposit a medium of currency;

a value-dispensing mechanism that is capable of dispensing value to the player;

an output device; and

a terminal unit controller operatively coupled to a display unit, the input device, the terminal unit memory device, the currency-accepting mechanism, the value-dispensing mechanism, and the output device; and

a host computer operatively coupled to the plurality of terminal units, the host computer comprising a host computer memory device and a host computer controller operatively coupled to the host computer memory device,

the terminal unit controller being programmed to allow a player to enter a base wagering game entry at the input device, the base wagering game entry comprising a first set of player selected or randomly generated game indicia,

the terminal unit controller being programmed to allow a player to make a base wagering game wager and an instant win game wager at the currency-accepting mechanism,

one of the terminal unit controller and the host computer controller being programmed to store a game theme indicator at the corresponding one of the terminal unit memory device and the host computer memory device,

one of the terminal unit controller and the host computer controller being programmed to store a plurality of instant win game outcome display themes that are unrelated to a theme of the base wagering game at the corresponding one of the

terminal unit memory device and the host computer memory device,

one of the terminal unit controller and the host computer controller being programmed to select one of the plurality of instant win game outcome display themes from the game theme indicator and pair the selected instant win game outcome display theme with the theme of the base wagering game;

one of the terminal unit controller and the host computer controller being programmed to vary the instant win game outcome display theme with respect to the theme of the base wagering game to provide different instant win game outcome display themes paired with the base wagering game theme to enhance game play;

one of the terminal unit controller and the host computer controller being programmed to conduct the instant win game and separately generate a second set of game indicia that is different from the first set of game indicia and that displays the outcome of the instant win game without reference to or comparison to the first set of game indicia, the instant win game conducted without use of the first set of game indicia such that the second set of indicia are different and distinct from the first set of indicia used in the base wagering game and correspond to the instant win game outcome display theme such that the outcome of the instant win game is independent from the base wagering game entry and is not dependent upon or a function of the first set of game indicia,

the second set of game indicia unrelated to the theme of the base wagering game and identifiable with one of the plurality of instant win game outcome display themes determined by the game theme indicator, and

the terminal unit controller being programmed to display the outcome of the

instant win game at the output device and cause the value-dispensing mechanism to dispense an instant win game prize corresponding to the outcome of the instant win game.

15. (Previously Presented) The gaming system for conducting an instant win game in combination with a base wagering game according to claim 14, wherein the output device comprises a ticket printer, wherein the terminal unit controller is programmed to print a ticket including the first set of game indicia corresponding to the base wagering game entry and base wagering game wager, and the second set of game indicia corresponding to the outcome of the instant win game with the one of the instant win game outcome display themes corresponding to the stored game theme indicator.

16. (Original) The gaming system for conducting an instant win game in combination with a base wagering game according to claim 14, wherein the output device comprises a video display device, wherein the terminal unit controller is programmed to display the outcome of the instant win game at the video display device, the outcome being displayed with the one of the instant win game outcome display themes corresponding to the stored game theme indicator.

17. (Original) The gaming system for conducting an instant win game in combination with a base wagering game according to claim 14, wherein the host computer controller is programmed to determine the outcome of the instant win game, wherein the host computer controller is programmed to store the game theme indicator at the host computer memory device, wherein the terminal unit controller is programmed to store the plurality of instant win game outcome themes at the terminal unit memory

device, and wherein the host computer controller is programmed to transmit the outcome of the instant win game and the game theme indicator to the terminal unit.

18. (Currently Amended) A terminal unit for conducting an instant win game in combination with a base wagering game, said terminal unit comprising:

an input device that allows the player to make a plurality of input selections;

a memory device;

a currency-accepting mechanism that is capable of allowing the player to deposit a medium of currency;

a value-dispensing mechanism that is capable of dispensing value to the player;

an output device; and

a controller operatively coupled to the output unit, the input device, the memory device, the currency-accepting mechanism, the value-dispensing mechanism, and the output device,

the controller being programmed to allow a player to enter a base wagering game entry at the input device, the base wagering game entry comprising a first set of player selected or randomly generated game indicia,

the controller being programmed to allow a player to make a base wagering game wager and an instant win game wager at the currency-accepting mechanism,

the controller being programmed to store a game theme indicator at the memory device and,

the controller being programmed to store a plurality of instant win game outcome display themes at the memory device that are unrelated to a theme of the base wagering game,

the controller being programmed to select one of the plurality of instant win game outcome display themes from the game theme indicator and pair the selected instant win game outcome display theme with the theme of the base wagering game;

the controller being programmed to vary the instant win game outcome display theme with respect to the theme of the base wagering game to provide different instant win game outcome display themes paired with the base wagering game theme to enhance game play;

the controller being programmed to conduct the instant win game and separately generate a second set of game indicia that is different from the first set of game indicia and that displays the outcome of the instant win game without reference to or comparison to the first set of game indicia, the instant win game conducted without use of the first set of game indicia such that the second set of indicia are different and distinct from the first set of indicia used in the base wagering game and correspond to the instant win game outcome display theme such that the outcome of the instant win game is independent from the base wagering game entry and is not dependent upon or a function of the first set of game indicia,

the second set of game indicia unrelated to the theme of the base wagering game and being identifiable with one of the plurality of instant win game outcome display themes determined by the game theme indicator, and

the controller being programmed to display the outcome of the instant win game at the output device and cause the value-dispensing mechanism to dispense an instant win game prize corresponding to the outcome of the instant win game.

19. (Previously Presented) The terminal unit for conducting an instant win game in combination with a base wagering game according to claim 18, wherein the output device comprises a ticket printer, wherein the controller is programmed to print a ticket including the first set of game indicia corresponding to the base wagering game entry and base wagering game wager, and the second set of game indicia corresponding to the outcome of the instant win game with the one of the instant win game outcome display themes corresponding to the stored game theme indicator.

20. (Original) The terminal unit for conducting an instant win game in combination with a base wagering game according to claim 18, wherein the output device comprises a video display device, wherein the controller is programmed to display the outcome of the instant win game at the video display device, the outcome being displayed with the one of the instant win game outcome display themes corresponding to the stored game theme indicator.